5E
SEEDS OF DECAY
A DOBBERTON ADVENTURE
NEW SUBCLASSES
VINE WALKER
ROGUE
&
ORDER OF ROT
WIZARD
A glimpse into the world of the Dobbers and the terrible darkness that has come to the forest.
BY DARRYL T. JONES
KICKSTARTER
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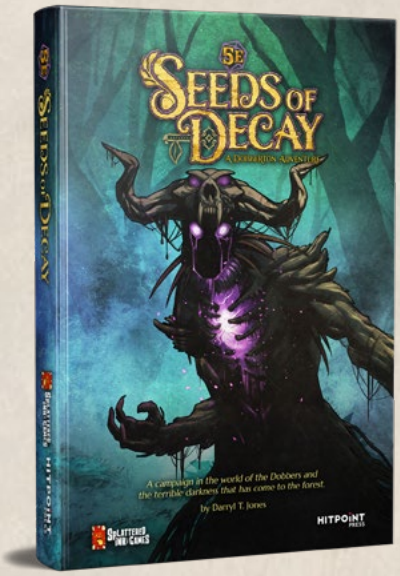
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SEEDS OF DECAY
A campaign in the world of the Dobóen and the terrible darkness that has come to the forest.
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Seeds of Decay is a fully developed setting that can be used in any campaign or by itself which includes:

- Expanded rules for playing tiny characters in 5th Edition
- New races, classes, subclasses & backgrounds
- Detailed villages & cities with fully illustrated maps
- Unique shops, taverns, caverns & other evocative locations
- An extensive appendix of monsters, spells & magic items

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New Subclasses

Vine Walker Roguish Archetype

There is something about them, the way they grow, and climb, and grasp. They can be delicate and bright with life; or old and thick, relentlessly stubborn. They spring from the ground when you're not looking to choke out your garden. They spread from earth to leaf to tree, connecting an ever growing, suffocating web. Vines are a perfect assassin.

Spellcasting

Upon selecting this archetype at 3rd level, you gain the spellcasting feature. You can cast Druid spells using WIS as your spellcasting modifier. Refer to the Vine Walker Spellcasting chart on page 14 for known spells and slots per rogue level. You prepare and cast spells in a similar manner to the Druid class. When you prepare spells, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Primal Vines

Starting at 3rd level, you awaken primal vines that act as an extension of your will. Primal vines last for 1 minute and can be used 3 times per long rest.

Vine Attack: While Primal Vines is active, the next time you hit a creature with a weapon attack, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw vs your spell save DC or be restrained by the vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this ability, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

Vine Reach: As a bonus action you can extend vines from your hands and grasp a target that is within 25 feet, wrapping it in vines. If the target is unwilling, make a ranged attack roll versus its AC. If hit, the target must succeed on a Strength saving throw or be restrained by the primal vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. A creature restrained in this way or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

As an action you can pull the target or restrained creature to within 5 feet of you. If the object is immobile, or a creature that is two or more size tiers larger than you, you can pull yourself to it.

Unseen Vine Strike

Beginning at 9th level, you can use your primal vines ability for sneak attacks. As an action you can spend one spell slot to make a ranged spell attack against a target within 60 feet that you can see, causing vines with razor sharp tips to burst from the ground or other nearby surface. When hit the target takes 3d8 +

Vine Walker Spellcasting

Rogue Level	Cantrips Known	~ Spell Slots per Spell Level ~ 1st	2nd	3rd	4th
3rd	3	2			
4th	3	3			
5th	3	3			
6th	3	4			
7th	3	4	2		
8th	3	4	2		
9th	3	4	2		
10th	4	4	3		
11th	4	4	3		
12th	4	4	3		
13th	4	4	3	2	
14th	4	4	3	2	
15th	4	4	3	2	
16th	4	4	3	3	
17th	4	4	3	3	
18th	4	4	3	3	
19th	4	4	3	3	1
20th	4	4	3	3	1

your spell casting modifier piercing damage. If you have advantage on this attack or if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll, you may apply sneak attack to this ability.

Also at 9th level, when you successfully use Vine Reach to grasp a creature or an object, you can now use your reaction to pull the target or restrained creature to within 5 feet of you. If the object is immobile, you can pull yourself to it.

Primal Passage

When you reach 13th level the vines and foliage around you actively tries to conceal your presence giving you advantage on all Stealth rolls when in any terrain with foliage.

You can extent this ability to your companions for up to 1 hour, using available foliage in your area, masking them from detection. For the duration, each creature you choose within 30 feet of you (including you) has a +10 bonus to Dexterity (Stealth) checks and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

Vine Dragon Form

At 17th level the well of primal magic that flows through you allows you to transform your body into a serpent of vine, the Vine Dragon! The details for your transformation follows the guidelines designated by the ability Wild Shape for the Druid class.

Order of Rot Arcane Tradition

The essence of magic permeates both life and death. As the circle of life, death and decay progresses, a unique form of magic is released by the decay. There is a certain tranquility you gain by understanding the cycle of life. The closer you draw to it, the more you hunger for it. It is from the decay that your life thrives. It is in between death and life that you find power.

Enduring

At 2nd level, when you select the Order of Rot, you gain proficiency in the Survival skill if you do not already have it.

Life Foraging

When you take a long or short rest you may forage for decomposing material. See the foraging chart on page 17 to determine if any material is found.

Decomposing material found allows you to siphon the energy of decay from it regaining lost hit points. Roll d6 equal to 1/2 your current level, (minimum of 1d6) + your spell casting modifier. You can use this ability only once per day, regaining it after a long rest.

Life From Death

Beginning at 2nd level, you can transfer the last essence of life from a corpse or recently killed creature to another willing creature. As a bonus action, a target creature regains a number of hit points equal to 1d6 + your spellcasting modifier. The target creature must be within 10 feet of the corpse during the round Life from Death is used. This can only be done one time per corpse. Fungus and mold cover the corpse once the last essence has been transferred from it.

Animate Rot

Starting at 6th level you've gained a certain mastery over the energy that flows from decay. Add the Animate Dead spell to your spellbook if it is not there already. When you cast Animate Dead, as an alternative to a corpse or pile of bones, you can target up to two piles of dead plant life or fungus. When doing so, each pile of plant life or fungus creates a Rot Shamble creature.

Whenever you create an undead using this ability, it has the following additional benefits:

The creature's hit point maximum is increased by an amount equal to your wizard level.

The creature adds your proficiency bonus to its weapon damage rolls.

Putrefying Gas

By 10th level, your fondness and constant proximity with decay has begun to affect you physically. Mushroom, mold and other fungus naturally grow on your body. It can be difficult to keep this hidden, but possible. In addition to radiating a permanent

smell of rot, your body produces rot spores. You have 3 decay charges to use each day and regain any that were used after a long rest. As a bonus action you can expend a decay charge to emit a cloud of necrotic gas in a 15 ft. radius around you. Any creature within that radius, unless it is undead, must make a Constitution saving throw, taking 4d12 necrotic damage on a failed save, or half as much damage on a successful one. Any creatures killed by this damage are immediately covered in fungus and decay. They rise up as a Rot Shambles at the start of your next turn. These creatures pursue whatever creature it can see that is closest to it other than you. Statistics for the Rot Shamble are in the appendix.

Additionally you now have resistance to both poison and necrotic damage.

Rotten Familiarity

When you reach 14th level you can use your connection to decay to bring slimes and oozes under your control, even those created by other wizards. As an action, you can choose one slime or ooze that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Some are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

You are now immune to poison damage. You also gain Blindsight up to 60 ft.

Foraging Chart

Material Type	Coastal	Desert	Forest	Grassland	Mountain	Subter	Swamp	Urban
Soft Plants	10	16	5	6	12	13	8	12
Rigid Plants	10	18	7	11	13	13	10	15
Stone	12	14	14	14	8	8	14	13
Gems	13	13	15	16	12	10	14	12
Metal	13	14	15	15	12	12	12	12
Decomposing	13	16	10	10	13	14	8	13
Chemicals	15	13	14	15	13	10	15	15
Oils	16	14	15	16	14	12	13	14

The character spends 2 hours searching for a specific type of material. The DC for how difficult it is to find a specific material in a given terrain is shown in the chart above. A character can lower the DC by 1 for each additional hour they spend foraging, but must declare this to your GM before taking the action. Conversely, a character can reduce the amount of time they spend foraging by adding 1 to the DC for every 30 minutes of time reduced to a minimum of 30 minutes.

If the temperature is below freezing add 2 to the DC.

When Foraging in some areas, particularly Urban, the materials you find may have a monetary cost to acquire.

Vine Dragon Form

Medium dragon, unaligned

Armor Class 17 (natural armor)

Hit Points 136 (16d8 +48)

Speed 30 ft., fly 45 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Challenge 8 (3,900 Xp)

Plant communication. The vine dragon can imbue plants within 30 feet with limited sentience, giving them the ability to communicate with the vine dragon and follow simple commands. The vine dragon can sense from these plants information about events, creatures that have passed, weather, and other circumstances within the last day.

Protective vines. The vine dragon can turn ordinary terrain where plants are present within a 15 ft. radius of it, into difficult terrain that lasts for as long as the vine dragon is in the area, such as causing vines and branches to hinder pursuers. Or it can turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for as long as the vine dragon is in the area.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Thorned Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage and make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Rot Shamble

Small undead slime, unaligned

Armor Class 10 (natural armor)

Hit Points 20 (3d6 +10)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft., Passive Perception 8
Languages --
Challenge 1/2 (50 XP)

Meaningless Pile. Even when a rot shamble is in plain sight, you must make a DC 12 Wisdom (Perception) check to spot a rot shamble that has neither moved nor attacked. A creature that tries to enter the rot shamble's space while unaware of the rot shamble is surprised by the rot shamble.

Unreliable Form. For every 5 damage it takes, the rot shamble's walking speed is reduced by 5 feet.

Actions

Multiattack. The rot shamble makes one bark longsword attack and one pseudopod attack.

Bark Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage. If a 1 is rolled on an attack roll with the bark sword, it breaks and can no longer be used.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) acid damage.

Zyle

Rogue Lv. 5	Vine Walker
Class & Level	Subclass
Tree Frog	Neutral Good	Tiny
Species	Alignment	Size

5E Vine Walker

Constitution	Intelligence	Wisdom	Dexterity	Charisma	Strength
+0	+1	+1	+4	+3	-1
10	13	13	18	16	8

Hit Points	Armor Class	Initiative
28	15	+4

Hit Dice	Passive	Speed	Spell
5D8	14	25	12
	Perception	Climb 25	Save

+3	
Proficiency Bonus	Inspiration

Attack & Spellcasting

Name	To Hit	Die	Damage
Rapier	+7	1d8	+4
Shortbow	+7	1d6	+4
Sneak Attack	n/a	3d6	+0

Short Sword - Slashing

Shortbow - Piercing -80/320, Two-Handed - 20 x Arrows

Sneak Attack - Once per turn if advanage or an enemy is within 5 feet of target

○	-1	**Strength Save**
○	-1	Athletics
●	+7	**Dexterity Save**
●	+7	Acrobatics
●	+7	Sleight of Hand
●	+7	Stealth
○	+0	**Constitution Save**
●	+4	**Intelligence Save**
○	+1	Arcana
○	+1	History
○	+1	Investigation
○	+1	Nature
○	+1	Religion
○	+1	**Wisdom Save**
○	+1	Animal Handling
●	+4	Insight
○	+1	Medicine
●	+4	Perception
○	+6	Survival
○	+3	**Charisma Save**
●	+9	Deception
○	+3	Intimidation
○	+3	Performance
○	+3	Persuasion

Languages

Tree Frog, Common Dobber, Sylvan Dobber

Proficiencies

Light armor, Simple weapons, hand crossbows, longswords, rapiers, shortswords, Thieves' tools

Equipment

Leather, Dagger (2), Shortbow, Rapier, Arrows (20), Common Clothes, Crowbar, Thieves' Tools, Hooded Lantern, Oil (flask), Rations (1 day), Hempen Rope, Tinderbox, Waterskin, String

Class Traits

Expertise - Your proficiency bonus is doubled for any ability check you make for two chosen proficiencies: *Deception & Thieves' Tools*

Sneak Attack - Once per turn, you can deal an extra 3d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant - You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Cunning Action - You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

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Zyle

Rogue Lv. 5	Vine Walker
Class & Level	Subclass
Tree Frog	Neutral Good	Tiny
Species	Alignment	Size

Casting	Spell	Spell
Wis	+4	12
Ability	Attack Bonus	Save DC

Cantrips At Will

- Infestation
- Poison Spray
- Primal Savagery
- Thorn Whip

Spells

1st Level - 3 Slots ☐☐☐

- Entangle
- Faerie Fire
- Purify Food & Drink

Class Traits Cont.

Vine Walker Rogish Architype

Spellcasting - Upon selecting this archetype at 3rd level, you gain the spellcasting feature. You can cast Druid spells using WIS as your spellcasting modifier. Refer to the Vine Walker Spellcasting chart on page 14 for known spells and slots per rogue level. You prepare and cast spells in a similar manner to the Druid class.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Primal Vines - Starting at 3rd level, you awaken primal vines that act as an extension of your will. Primal vines last for 1 minute and can be used 3 times per long rest.

Vine Attack: While Primal Vines is active, the next time you hit a creature with a weapon attack, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw vs your spell save DC or be restrained by the vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this ability, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

Vine Reach: As a bonus action you can extend vines from your hands and grasp a target that is within 25 feet, wrapping it in vines. If the target is unwilling, make a ranged attack roll versus its AC. If hit, the target must succeed on a Strength saving throw or be restrained by the primal vines for up to 1 minute. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. A creature restrained in this way or one nearby that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

As an action you can pull the target or restrained creature to within 5 feet of you. If the object is immobile, or a creature that is two or more size tiers larger than you, pull yourself to it.

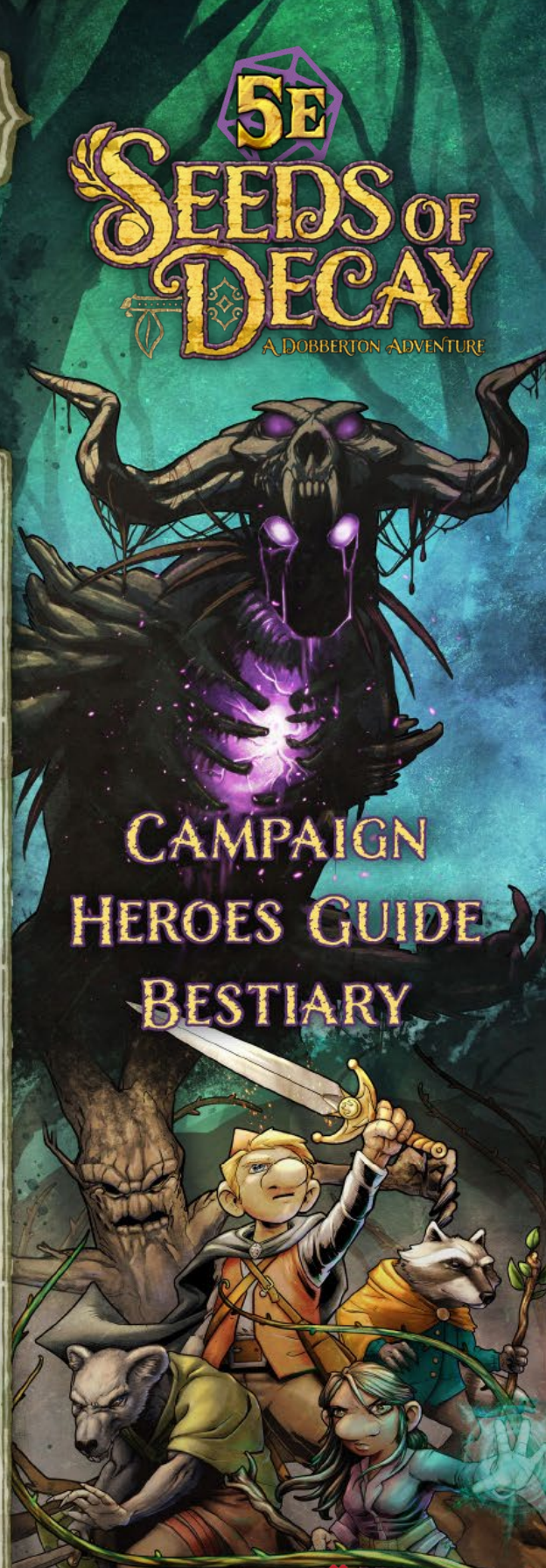
Tree Frog Woodkin

The great Blue River flows through and around the Prime Tree. The first tree of the forest provides life to these flowing currents, often with unpredictable results. The water gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

Traits: +1 to Dexterity and Wisdom. Your maximum Strength and Constitution at level 1 is 13.

Darkvision: Accustomed to life at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Venom: You secrete a poisonous fluid the manner of which is based on the creature you are creating. When used in an attack, such as applying it to a weapon or with a bite, the target must make a Constitution saving throw on a hit. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The target repeats the Constitution saving throw at the beginning of each of their turns for up to 1 minute until they succeed. A creature takes 1d6 damage on a failed save. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use this ability, you can't secrete another dose until you complete a short or long rest.



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Racoon	Wizard Lv. 5	Order of Rot	Tiny
Species	Class & Level	Subclass	Size
	Chaotic Good		
	Alignment		

Order of Rot 5E

Strength −1 (9)

Dexterity +3 (16)

Constitution +1 (12)

Intelligence +3 (17)

Wisdom +1 (12)

Charisma +2 (14)

Hit Points 27

Armor Class 13

Initiative +3

Hit Dice 5D6

Passive 14 Perception

Speed 25 Climb 20

Spell 14 Save

Proficiency Bonus +3

Inspiration

Attack & Spellcasting

Name	To Hit	Die	Damage
Quarterstaff	+2	1d8	-1
Chill Touch	+6	2d8	+0
Claw	+6	1d4	+3

Quarterstaff - Bludgeoning, Versatile: 1-handed: 1d6 dmg, 2-handed: 1d8 dmg

Chill Touch - Necrotic, Range 120 feet

Claw - Slashing

○	-1	**Strength Save**
○	-1	Athletics
○	+3	**Dexterity Save**
○	+3	Acrobatics
○	+3	Sleight of Hand
○	+3	Stealth
○	+4	**Constitution Save**
●	+6	**Intelligence Save**
●	+6	Arcana
○	+3	History
●	+6	Investigation
○	+3	Nature
○	+3	Religion
●	+4	**Wisdom Save**
○	+1	Animal Handling
●	+3	Insight
○	+1	Medicine
●	+4	Perception
●	+4	Survival
○	+2	**Charisma Save**
○	+2	Deception
○	+2	Intimidation
○	+2	Performance
○	+2	Persuasion

Languages

Racoon, Common Dobber, Sylvan Dobber

Proficiencies

Crossbow, Light, Dagger, Dart, Quarterstaff, Sling, Dulcimer

Equipment

Traveler's Clothes, Backpack, Walking Stick, Spell Book, a small dead bird, a collection of teeth

Class Traits

Spellcasting - You can cast prepared wizard spells using INT as your spellcasting modifier (Spell DC 14, Spell Attack +6) and wizard spells in your spellbook as rituals if they have the ritual tag. You can use an arcane focus as a spellcasting focus.

Arcane Recovery - Once per day when you finish a short rest, you can choose expended spell slots to recover - up to a combined level of 3, and none of the slots can be 6th level or higher.

Archane Tradition: Order of Rot

Enduring - At 2nd level, when you select the Order of Rot, you gain proficiency in the Survival skill if you do not already have it.

Life Foraging - When you take a long or short rest you may forage for decomposing material. See the foraging chart on page 17 to determine if any material is found.

Decomposing material found allows you to siphon the energy of decay from it regaining lost hit

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Pages

Wizard Lv. 5	Order of Rot
Class & Level	Subclass
Racoon	**Chaotic Good**	**Tiny**
Species	Alignment	Size

Casting	Spell	Spell
INT	**+6**	**14**
Ability	Attack Bonus	Save DC

Cantrips - 5 Known At Will

- Poison Spray
- Prestidigitation
- Mage Hand
- Chill Touch

Spells - 6 Known DOT = PREPARED

1st Level - 4 Slots ☐☐☐☐

- ● Snare
- ○ Color Spray
- ● False Life
- ● Hideous Laughter
- ○ Witch Bolt
- ○ Feather Fall

2nd Level - 3 Slots ☐☐☐

- ● Darkness
- ● Detect Thoughts
- ○ Locate Object
- ○ Invisibility

3rd Level - 2 Slots ☐☐

- ● Thunder Step
- ● Dispel Magic
- ● Life Transference

Class Traits Cont.

points. Roll d6 equal to 1/2 your current level, (rounding up, minimum of 1d6) + your spell casting modifier. You can use this ability only once per day, regaining it after a long rest.

Life from Death

Beginning at 2nd level, you can transfer the last essence of life from a corpse or recently killed creature to another willing creature. As a bonus action, a target creature regains a number of hit points equal to 1d6 + your spellcasting modifier. The target creature must be within 10 feet of the corpse during the round Life from Death is used. This can only be done one time per corpse. Fungus and mold cover the corpse once the last essence has been transferred from it. You can use this ability only twice per day, regaining uses after a long rest.

Racoon Woodkin

The great Blue River flows through and around the Prime Tree. The first tree of the forest provides life to these flowing currents, often with unpredictable results. One quality is known; the water gives intelligence and understanding to many forest creatures that otherwise would not have it. These are known as Woodkin.

How the Blue River's water chooses which creatures gain knowledge and understanding is not known. Nor do they know why some trees that grow along its banks suddenly uproot, gaining the ability to walk and talk. What is known is that woodkin are just as much a part of Dobberton as the Dobbers themselves.

Traits: +1 to Dexterity and Charisma. Your maximum Strength and Constitution at level 1 is 13.

Speed: 25 ft., climb 20 ft.

Nimble Fingers: You gain advantage on Sleight of Hand rolls.

Always at Home: Your natural ability to adapt to your surroundings grants you proficiency in Survival and you roll Survival checks with advantage.

Claws: Your claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d4 + your Strength modifier.

Darkvision: Accustomed to life at night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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I hope you've enjoyed this introduction to Seeds of Decay, a glimpse into the world of the Dobbers and the terrible darkness that has come to the forest. There is a lot more coming, so make sure to join the community mailing list at seedsofdecay.com.

You can also go to the feedback form on the site if you'd like to talk about this document in any way. Feedback from the 5e community is invaluable as I continue to develop content!

~ Darryl T. Jones

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